

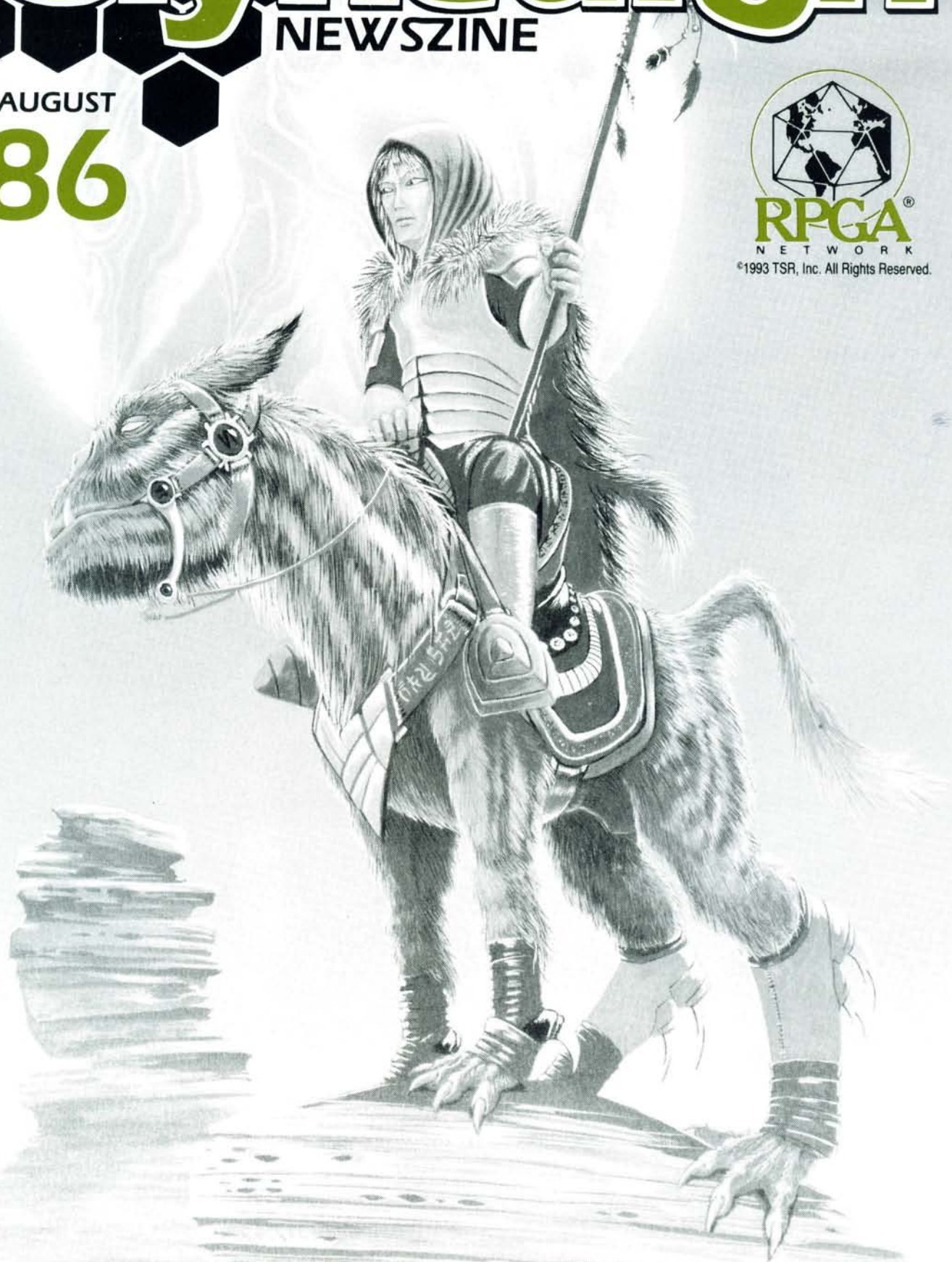
Polyhedron[®]

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Gadgets Galore

A Bevy Of Useful Items For Science Fiction Games

A Network clubs contest to design interesting items for science fiction role playing games yielded a mountain of entries. The best are presented here.

MUTANT DETECTOR, *Paranoia* by Brett Bakke

The mutant detector is a recent breakthrough from R&D. It is a set of goggles with a self-generating laser beam that shoots unerringly at mutants. It takes 30 seconds to don or remove the goggles. Once on, the goggles fire at the first mutant within range. The mutant detector works in two directions—forward (the line of sight of the wearer) and backward (toward the wearer).

If the closest mutant is the wearer, the goggles start to spin the wearer about, trying to get the wearer to look at himself. Next, if the goggles fail to make the wearer look at himself, they start beeping and indicate they will self-destruct in 30 seconds, 29 seconds, 28 seconds, etc., down to 10 seconds. At this point they state, "Why wait any longer? You're a traitor anyway," and blow up. This should occur just before the wearer is able to remove them.

JOY BUTTON, *Paranoia* by Brett Bakke

A joy button is a one-inch in diameter, official "The Computer Is Your Friend" button. These buttons are secretly made and distributed by the Free Enterprisers, although almost everyone assumes they are official computer issue. When wearing these buttons, the character adds 4 to his bootlicking and spurious logic scores (the bonus to spurious logic only applies if The Computer or a robot can actually see the PC who is attempting the roll).

CLIMBING GLOVES, *Paranoia* by Timothy Parker

These are a new innovation from the fetid, fertile mind of Albert-I-STN-4, darling of STN Sector R&D. These thin, stout leather gloves have a second layer of thicker leather over the back of the hand and a narrow steel band around the wrist. The steel bands contain miraculously tiny motors, a sturdy little grappling hook with telescoping claws,

and 20 meters of thin, but strong, cable.

To activate them, the wearer must swing his arm as though he were hurling a grappling hook. This action causes a miniature rocket, side-mounted on the hook, to fire and send the hook and cord on their way. As soon as the grappling hook makes contact, its claws telescope out, thereby securing the grip.

After a five-minute delay, in which the wearer is expected to make sure he has a secure grip, the motors activate, hauling the wearer up. The cable automatically rewinds as this movement takes place, and a small panel can be pressed to retract the hook into its niche and reset the rocket. Each glove can haul up to 120 kg of weight, and they can be used in concert to double the weight carried.

The bigger they are, the harder they fall. Or, if you like, the more complicated the gadget, the greater the chance that it will malfunction. These are some of the problems awaiting some dumb clone who uses the gloves:

1. The rocket malfunctions, blowing the wearer's hands off.
2. The rocket malfunctions, or pre-fires, sending the hook (with its telescoping claws for great damage ratings) into a wall, briefing officer, Vulture Squadron Guard, fellow Troubleshooter, or whatever.
3. The claws fail to open, and the hook cannot grip (boring, but possible).
4. The motor burns out, leaving a clone stranded halfway up a cliff.
5. The sturdy cable proves to be not so sturdy after all, snapping, of course, at the worst possible time.
6. The cable acts like a yo-yo retracting and extending with the Troubleshooter attached.

IMPROVED HYGIENBOT, *Paranoia* by David J. Radzik

A clean citizen is a healthy citizen.

Research & Design developed a new bot to deal with the reported rise in poor hygiene. As requested by The Computer, this hygienbot assists citizens in resisting the Communists' subversive plot to reduce all loyal Alpha Complex citizens to being mere unwashed masses. Traitorous elements wish to weaken

loyal citizens by introducing Communist diseases to Alpha Complex. These diseases are easily prevented by the properly followed hygiene doctrines given to us by the Computer. Citizens failing to follow proper hygiene should be reported to the Housing Preservation & Development and Mind Control Administration for proper reeducation.

Improved Hygienbot: The hygienbot is a three-wheeled, propane powered (24 hour supply), barber's chair with a multi-functional cosmetics module. Audio and color video sensors allow the bot to assist citizens to obtain a healthy and aesthetic appearance. A voice synthesizer provides friendly conversation with the user. The hygienbot also has a chemosensor that enables it to seek out citizens failing to maintain required hygiene.

Filthy or odorous citizens are placed in the chair. Reluctant citizens are grappled and shackled down. The hygienbot applies needed implements until proper hygiene has been obtained. Some models have incorrect programming and will often start treatment with a random application of implements.

Unfortunate run-ins with these bots have ended in injuries and fatalities. Investigating troubleshooters report that these instances are a result of Communist tampering.

Each bot has 1-10 implements.

Bot Implements

- 1 Soap and water nozzle
- 2 Black hair dye nozzle
- 3 Hair remover paste
- 4 Red hair dye nozzle
- 5 Comb and brush
- 6 Hair dryer
- 7 Toenail remover
- 8 Razor and scissors
- 9 Manicure tools
- 10 Hair curlers
- 11 Blue hair dye nozzle
- 12 Plastiment concrete
- 13 Meat tenderizer
- 14 Flame thrower
- 15 Circular saw
- 16 Vise clamp
- 17 Power sander
- 18 Clown make-up
- 19 Corrosive cleanser
- 20 Motor oil

VIDGAM DECK, Shadowrun

by Brett Bakke

The vidgam deck is a new decking device. Any program that could be run by a decker can be run by the vidgam deck with only a bit of outside guidance. The non-decker who controls the vidgam uses one of a variety of interfaces—a joystick, keyboard, or even a voice command interpreter on the most advanced models—to tell the vidgam deck what he or she wants done.

The process is considered slow, clumsy, and ineffective by most deckers. Vidgam decks are currently only available with decking levels 1-4, although higher levels are rumored to be coming out soon. All of the vidgam's target numbers are at +3, modified downward by one to a minimum of +1 for each successful quickness check (target number of 4). This check simulates the problems inherent in the awkward interface between the vidgam deck and the user.

Cost for vidgam decks are 50,000 Nuyen for level 1; 200,000 for level 2; 500,000 for level 3; and 3,000,000 for level 4.

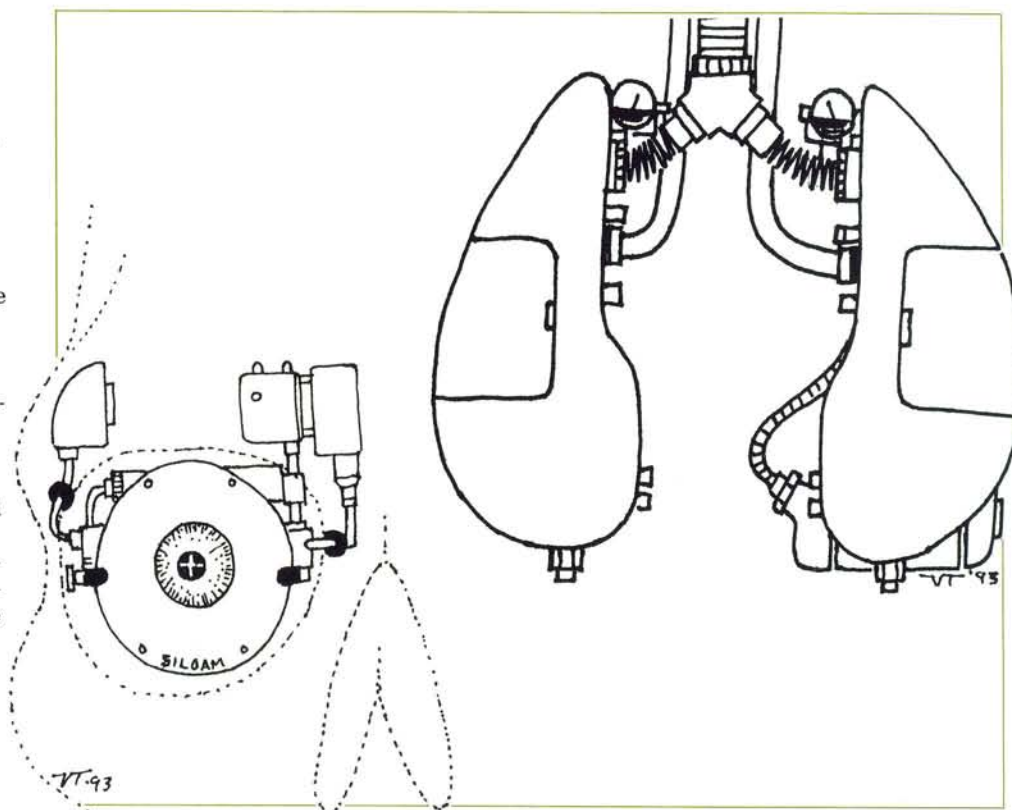
DISTANCE DECK, Shadowrun

by Brett Bakke

Distance decks, or DDs, have been around for a while, but have been kept secret by the corps and various governments around the world. DDs are decks split into two parts, with extensive radio equipment attached. One part, the basebox, stays home with the decker, who plugs into the deck. The second part, dubbed the yellow squealer after a type of phone-tampering device used early in the computer era, is carried by runners who need a decker with them, but are going places no decker wants to go.

The runners plug the yellow squealer into the interface where the decker would normally hook up, and the squealer then scrambles and broadcasts the terminal's signals to the basebox, which is with the decker at home. The decker decks through the basebox, which broadcasts the signals back to the yellow squealer and into the matrix. The response time is slowed a bit by radio relay, so all the decker's target numbers are at +2.

DDs are hard to come by and require significant power amplifiers to keep the signal clean through the airways. The base cost for distance decks is 10 times the cost of the equivalent level normal deck. A character with a good black



market contact might be able to get a DD for half this price.

BREATH OF GOD—CYBERLUNG ENHANCEMENT,

Torg Cyberpapacy
by Eric Lazarian

Designed to provide protection from harmful gasses, these artificial lungs were created for those on the front lines of Malraux's covert operations. They have internal replaceable filters which screen out poison gasses, sleep gasses, and noxious fumes. They allow the bearer to operate in low oxygen and low pressure environments, such as mountainous areas. The bearer can also choose to have high pressure replaceable oxygen containers inside the upper body or in place of the appendix which allows temporary operation in oxygen-deprived environments.

External attachments are also available for quick in-field replacement. The air supply has a two-hour limit.

The enhancement allows a +2 bonus to the running skill and reduces all fatigue effects by one shock point. The surgery difficulty to install these lungs is 12, its effect is Heavy, Cyber Rating +3, and its cost is 25,000.

JONAH'S GILLS—CYBERLUNG ENHANCEMENT,

Torg Cyberpapacy
by Eric Lazarian

This device extracts oxygen from water, allowing the bearer to function in normal diving depths. The surgery difficulty is 10, its effect is Wound, Cyber Rating +3, and its cost is 18,000.

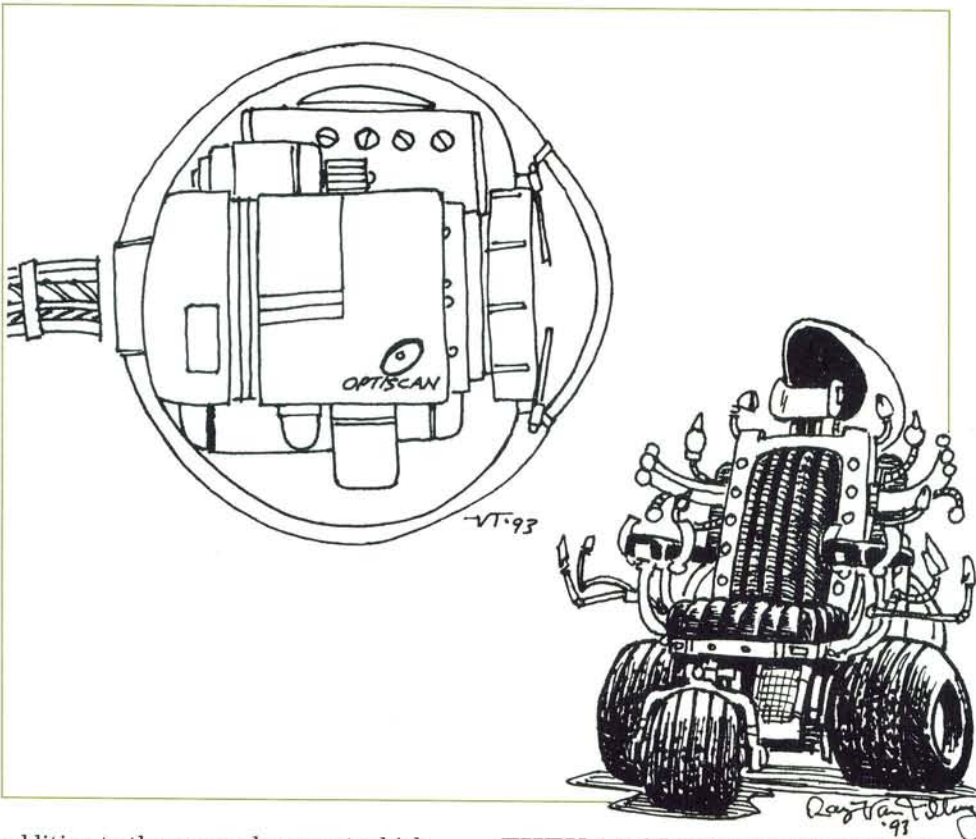
POIROT'S OPTISCAN—CYBEREYE ENHANCEMENT,

Torg Cyberpapacy
by Eric Lazarian

This unique cyber item is implanted in individuals who have an investigative role in the hierarchy, such as high-ranking church police, cardinals who also have general inspector's ranks and Hospitallers on special assignment.

Poirot's optiscans give the bearer vision in both the ultraviolet and the infrared spectrums. A combination of built-in analysis software and special detectors give the bearer quick access to information on radiation sources, heat traces, and particle emissions. It also allows the bearer to operate in complete darkness and to resist flash grenade effects.

The optiscan includes a chip-holder, in



addition to the eye replacement which gives the bearer a +4 to find, +3 to evidence analysis and to science, metallurgy, chemistry, material science, optics, and physics: radiation and waveform analysis.

The optiscan insertion has a surgery difficulty of 8, an effect of Wound, Cyber Rating of +3, and costs 15,000.

EYE OF SILOAM— CYBEREYE ENHANCEMENT, Torg Cyberpapacy by Eric Lazarian

This device gives the bearer telescopic and microscopic vision. In "binocular" mode, it gives magnifications of up to 100X and will also act as a range-finder. In "microscope" mode, it gives up to 50X magnification. It will operate in low-light conditions and is compatible with most cyber-eyes. It gives the bearer +2 in evidence analysis, +3 to find, and +4 to fire combat, energy weapons, and missile weapons at ranges greater than 20 meters. Installation has a surgery difficulty of 8, an effect of Wound, a Cyber Rating of +2, and costs 12,000.

THEV-4.8.ALPH-KET VEHICLE INTERFACE, Torg Tharkold by Dave Wetzel

Scale: small

SyntheCyclers: Hydrocarbon, Metal
Makermods: Cybernetics, Electronics,
Machining, Plastics

This pattern is a pre-production test of a device to install a cybernetic interface on a pre-cybernetics technology vehicle. When the Race decided to follow the techno-demons into Los Angeles, they wanted to send along some of their vehicle specialists. Unfortunately, their best pilots and drivers were trained to drive cybernetically-interfaced vehicles. For their benefit, the Race developed this device.

Regrettably, the device was not well tested and often suffers breakdowns. It should be treated as a faulty cybernetic system (failing on a 1 or 2). The GM is encouraged to have the device fail when a Setback occurs.

The interface can be installed in any land, sea, or air vehicle with a tech level of 23 or better. Installation of the interface requires a cybertech roll against a difficulty of 12. A modifier is applied based on the tech level of the vehicle. Subtract the vehicle's tech level

from 26 and use that as a negative modifier to the roll.

KARAOKE MACHINE OF DEATH, Torg Nippon Tech/ Orrorsh by John Terra

The phenomenon of Karaoke, which involves customers in bars singing along with recordings of popular hits, has been twisted into a weapon in the Possibility Wars.

A Nippon Tech electronics specialist, during his travels to Southeast Asia, went mad as a result of contact with an Orrorshan horror. His fevered brain came up with this horrible device (Tech Level 24) to spread fear and death into the lives of people who were most vulnerable, namely those who were relaxing in bars and clubs.

When an unwitting singer uses the microphone, the machinery mixes in a subliminal horror message, which acts as an Intimidation attack on the audience (strength 20). Instead of using the Interaction Table, consult the General Results Table. Note that results are cumulative. On an Average result, the audience is filled with dread, and most will have nightmares that night. On a Good result, the audience stampedes out of the club. On a Superior result, the urge to stampede is so strong that people are trampled and killed. On a Spectacular result, six people in the audience die of brain hemorrhages, with many gruesome manifestations.

The singer is affected differently. On a Good or Superior result, the singer is hypnotized into thinking that the audience is still in the club, and continues to sing for a number of hours equal to 20 minus the singer's Mind. On a Spectacular result, the singer actually stops singing once the audience leaves.

ENVIRO WEAVE, Cyberpunk David W. Baker

Enviro weave was developed by Arasaka Corporation in 2012 for soldiers of various allegiances who would be forced to operate in extreme temperatures. It is a vast network of tubing, implanted just under the epidermis, through which a saline solution circulates. A small box, normally attached to the hip, monitors the temperature of the liquid. The liquid keeps the body temperature within certain specified norms. A person with enviro weave implanted can comfortably exist, without clothing, in tem-

peratures ranging from 10 to 45 degrees C. With protective clothing, more extreme temperatures can be withstood.

The enviro weave monitor can sense a decrease in the amount of liquid. If it determines that there is a leak, the system automatically shuts down and dumps the saline. However, leaks are uncommon, because the plastic used for the tubing is resilient and can self-close even severe tears.

Surgery: Major

Cost: 1000 eb

COBRA SPITTER, Cyberpunk by David W. Baker

These implants were developed by a demented ripperdoc at the request of a poser gang that wished to be like snakes. A small bladder is mounted on either cheek and is filled with a special poison. At will, the bladders can be forcibly contracted, spewing the contents from the person's mouth, out to a distance of 10 yards.

The poison is tailored to the individual's biochemistry so it will not injure him. The poison is generally a death contact poison, causing 4d6 damage. Some unscrupulous ripperdocs design the poison so that while the individual using the bladders is immune, he becomes addicted to the substance. This guarantees repeat customers.

Small tubes extend from the bladders to just below the jaw bone on the neck. From there, more poison can be injected to resupply the bladders. The bladders contain enough poison for three attacks.

Surgery: Minor

Cost: 250 eb
poison 800 eb/3 doses

BIOTOX ANALYZER, Cyberpunk by David W. Baker

This small device is usually implanted sub-dermally on the forearm. It discretely samples the individual's blood and detects the most minute amount of toxic substances. When such a substance is detected, the individual is warned through a speech synthesizer and small speaker that is also placed just under the skin. The chemical, its class, and effective methods of treatment are given to the individual.

Surgery: Minor

Cost: 350 eb

RADIO PLUGS, Cyberpunk by David W. Baker

These specially designed adapters fit

any normal set of interface plugs. One pair of adapters is inserted into the individual's implanted interface plugs, while the other pair is inserted into the item to be linked to. A small switch on the radio plugs activates them, and a radio link is established, relieving the need for interface cables. The link has a range of up to two meters.

Each set of plugs uses a discrete frequency, thus multiple radio plugs will not interfere with each other. There is no degradation in transmission speed. However, the signal can be interrupted when in the presence of a very high electromagnetic field, on the range of 10,000 Tesla.

Cost: 200 eb

GALVDETECTOR, Cyberpunk by David W. Baker

This slender device detects the galvanic skin response of an individual. It is usually implanted sub-dermally on the back side of the forearm, with detecting electrodes running to the thumb and forefinger. Information is either displayed on a sub-dermal LED, or to a Times Square Marquee.

The resistance of a person's skin changes slightly due to changes in emotional states. When the individual's skin is grasped by the two detectors in the thumb and forefinger, these changes can be detected. This effectively gives a person a +1 bonus when using interrogation, intimidate, and interview skills.

Surgery: Minor

Cost: 200 eb

TACHYON HYPERBLASTER, Spacemaster by Mark McPherson

Fabritech Systems has just released its new line of high energy infantry assault weapons. A breakthrough in miniaturized, high energy containment systems has led to the development of the tachyon hyperblaster. The Tblaster is superior to the plasma repeater rifle because personal defense screens are useless against it. The sub-atomic particles in the tachyon stream pass through even the most sophisticated force fields. The Tblaster currently comes in two versions, but Fabritech has plans to produce a line of heavy vehicular and shipboard versions.

Tachyon hyperblaster—Rifle Version: TH-1

The dimensions are identical to that of the plasma repeater rifle. Attacks are

made as a Blaster Mk 5 with an Offensive Bonus of +120.

Concussion damage is $\times 2$.

E impact and E radiation crits delivered upon a successful hit.

Note: Personal screens are ineffective against this weapon.

Cost: 750 Elmonits.

Powered by a micro-fusion reactor.

Tachyon hyperblaster—Infantry Support Version: TH-2

A tripod or vehicle mounting is required for this model.

Dimensions: 2.5 m \times 25 cm tapering to a 3 cm diameter.

Weight: 250 kg.

Attacks are made as a Blaster Mk 5 with an Offensive Bonus of +250.

Concussion Damage is $\times 4$.

2 \times E Impact and 3 \times E Radiation crits delivered upon a successful hit and Blast radius of 4 m delivering E Heat crits to those within the area of effect.

Personal Screens are also ineffective against this weapon.

Cost: 40,000 Elmonits.

Powered by a micro-fusion reactor or vehicle power plant.

APDAFF, Spacemaster by Mark McPherson

As an additional incentive to purchase their new tachyon hyperblaster weapons, Fabritech has come up with a defense screen especially designed to resist blasts from plasma repeater rifles.

The technology is called APDAFF or Accelerator Plasma Damper Feedback Field. Fabritech has refined and miniaturized the equipment where APDAFF is now available in a belt-mounted personal screen generator. The generator combines the features of a powerful inertia dampening and phased electromagnetic dissipation field along with the APDAFF.

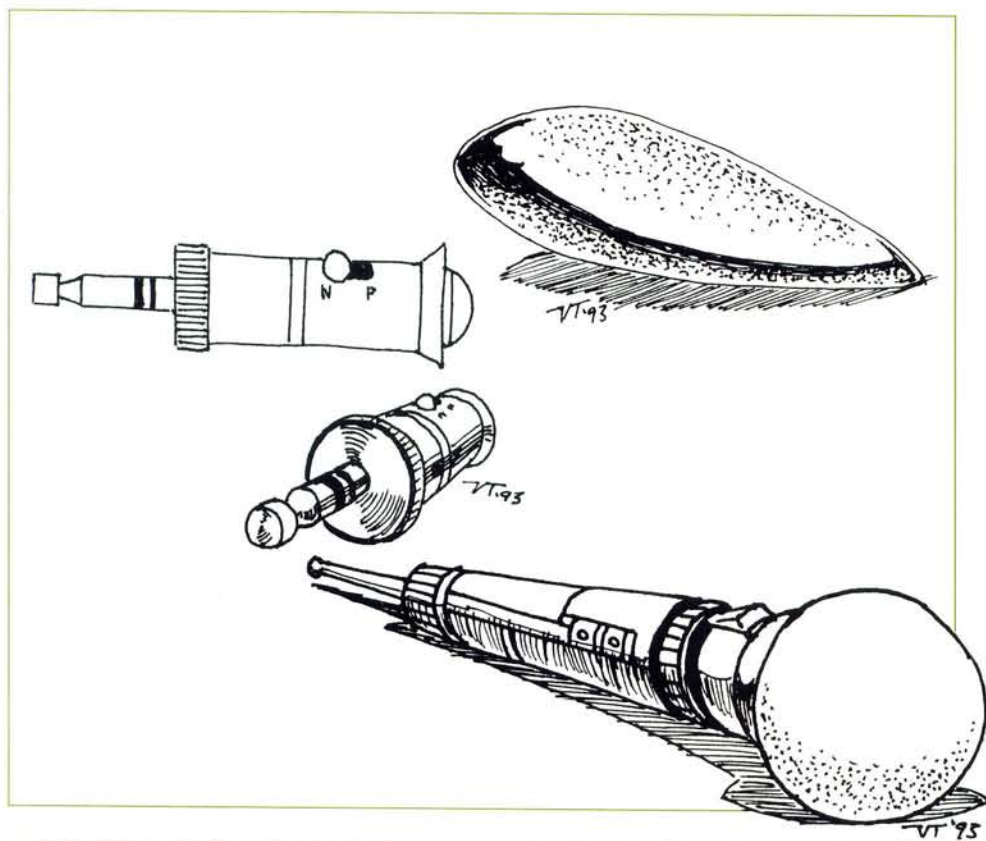
The APDAFF or Accelerator Plasma Damper Feedback Field:

Belt unit is 2 kg, 20 cm \times 5 cm \times 6 cm.

Energy Cell Requirements: 2 cells (Duration: 100 hrs).

The shield affords a DB addition of +40 versus physical projectiles and melee weapons and +50 versus energy weapons except the energy blasts of a plasma repeater rifle, against which the shield provides a DB addition of +150.

Cost: 17,000 Elmonits.



ANTI-GLITTER GRENADE, Spacemaster by Mark McPherson

It is annoying when someone tosses a glitter grenade into the midst of a perfectly good firefight. But Fabritech has the answer. Fabritech has come up with yet another masterful piece of battlefield technology to shock the enemy—the anti-glitter grenade. This little gadget negates the effect of a glitter grenade when detonated in the same area. The area of effect is slightly larger than that of a standard glitter grenade, therefore pinpoint accuracy is not required.

The AG grenade deploys a burst of charged ions which adhere to the glitter particles produced by a glitter grenade. The ions form a heavy vapor which falls to ground and exists for a short while (1-2 minutes) as a low-lying mist before evaporating.

Weight: 0.5 kg.

Cost: 160 Elmonits/grenade.

THE LASER RE-DIRECTOR SHIELD, Spacemaster by Mark McPherson

Fabritech also produces the latest technology for hi-tech gladiators who enjoy a little danger when they work.

For those battles where a prolonged firefight earns more credibility than a quick kill, the designers at Fabritech have created a hand-held personal laser blast deflector that increases the innocent bystander fatality rate by at least 50%.

The laser re-director shield is a 65 cm × 42 cm inverted teardrop shaped plate of highly polished hyper-steel alloy. The wearer straps the shield to the forearm using Kevlar polycro braces. This arrangement leaves the wearer's arms free.

To use the shield, the wearer turns the shield toward any laser fire that comes his way. This requires some skill, but any warrior experienced in armor maneuvering should find no difficulty with employing this device.

Note: Characters wearing non-powered armor with an armor type rating of 16 or above suffer penalty of -10 to moving maneuvers. This penalty is offset by increasing one's skill in maneuvering in armor to account for the extra bulk of the shield.

Unarmored shield users suffer a -5 penalty to moving maneuvers which can again be offset by taking additional skill levels in no-armor maneuvering.

The LR shield provides a DB addition of +100 versus laser attacks only. Physical projectiles are only penalized by

+10 and melee attacks at +15. Other energy weapons suffer only a 30 point penalty (that is, a 30 DB addition), and any energy attacks that miss by 30 or less have a 60% chance of destroying the shield.

Laser attacks that miss by 60 or less have a 35% chance (modified by -5 per range category after Medium) of being reflected directly back on the attacker at the original combat roll, with a -60 OB penalty applied.

Weight: 4 kg.

Cost: 1000 Elmonits.

LIGHTSHIELD OF THE JEDI, Star Wars

by Eric Lazarian

Used by young Jedi in training and by some Jedi Knights, this device uses some of the same principles as the Jedi lightsaber. It is built in the shape of an arm bracer and is worn on the arm opposite the lightsaber arm. It can be activated instantaneously.

When in use, the energy shield looks like a glowing, semi-translucent buckler projecting from a spherical node on the bracer. It can be adjusted to varying sizes, from 0.3 to 1.1 meters in diameter. Depending on the skill of the Jedi's craftsmanship, the shield also can be configured in multiple shape modes, of surface areas of up to 1.5 square meters.

The shield provides a bonus of 1D to the Jedi's Sense code (for lightsaber combat purposes only). Further, the shield provides a 2D bonus when the Jedi is using the absorption/dissipation skill.

GLITTER BALL, GAMMA WORLD® game

by Richard Rosado

Category:	Common Artifact
	Armor
Tech Level:	V
Duration:	1 minute
Avg. Cost:	10 domars
Weight:	N/A

These items appear to be sparkling globes the size of golf balls. When thrown to the ground, they burst and fill a three-meter hemisphere with glittering material.

The uneducated use glitter balls for entertainment; however, their real purpose is to disrupt laser and maser attacks. When a beam from one of these weapons enters the cloud, some of its energy is scattered, reducing damage by 2d6. It is not possible to re-use the sparkling residue.